Great Football™

SEGA®

SEGA

Loading Instructions: Starting Up

GREAT FOOTBALL™ is designed for use with your control pads and will provide you with exciting play. Setup is simple, so follow these instructions.

1. Make sure the power switch is OFF.
2. Insert the GREAT FOOTBALL™ cartridge in the power base (shown below) by following the instructions in your SEGA SYSTEM™ manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the power base is turned OFF when inserting or removing your Sega Card/Cartridge.

For 1 Player: Press Button 1 on player 1 control pad.
For 2 Players: Press Button 2 on player 2 control pad.

Insert Cartridge

Insert Control Pad 1   Insert Control Pad 2
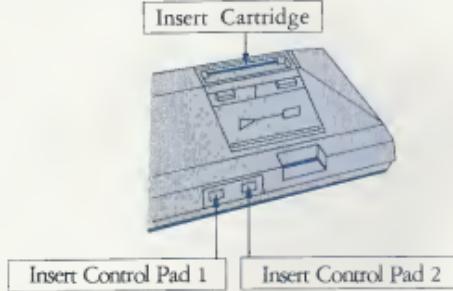
The Big Game

GREAT FOOTBALL™ is nonstop action on any yard line. And because its play follows real football play so closely, you'll think the NFL has found a new home: your living room.

So go for the gusto, because there's no move too sophisticated for this game to handle since you're in control.

Play for the conversion with confidence, kick a field goal with accuracy and tackle a tight end with force; because now, you have the speed and agility to be a winner.

Now Make Your Move.

Before you begin playing, orient yourself with the movements and functions each button is geared to prompt. These executions should get you started on the road to victory.

Elementary Functions:

The following illustration shows you the control points on your control pad. And the information will guide you through all possible executions.

DIRECTION
CONTROLLER

① ②
START
button
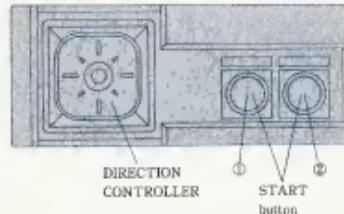
Directional Button (D-Button):

· Moves players about the field in 8 different directions.
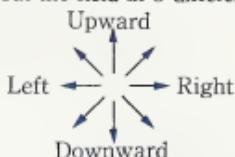
· Will establish 6 different passing directions for the ball.

Button 1:	Button 2:
· Tackle	· Tackle
· Scramble	· Pass
· Team selection	· Kick field goal
· League selection	· Punt
· Start the game	· Block: Punt and Field goal
	· Interception
	· Formation pattern selection
	· Team selection
	· League selection
	· Start the game

As you noticed, there are certain moves which both buttons can prompt, i.e., tackle. But there is a formula. Naturally, each button executes its own series of moves, but during DEFENSE, there is an overlap. And only during DEFENSE, will Button 1 and 2 prompt the same move.

Play By Play

During GREAT FOOTBALL™, you'll find the plays almost identical to professional football. So, the following is a list of terms and playing instructions you'll need to master.

For The OFFENSE:

Running:
· Point your D-Button in the direction you want your player to run while pressing Button 1 or 2.

Passing:
· Press the D-Button in the direction you want to pass while pressing Button 2.

Scrambling:
· When you want to switch your offense from passing to running, press Button 1.

Field goal:
· If the point of offense is beyond the opponent's 45-yard line, you can select this format and execute the kick while simultaneously pressing D-Button in your desired direction and pressing Button 2.

Punt:
· If the point of offense is not beyond the opponent's 45-yard line, you can select this format and execute the punt by simultaneously pressing D-Button in your desired direction while pressing Button 2.

Touchdown:
- When the offender with the ball makes it past the opponent's end zone; or when he completes a pass in the end zone, a touchdown is awarded.

Conversion:
- Once you've scored a touchdown, this is your chance for the extra point. Choose an appropriate format and execute any one of the plays available to you.

Offense:
- The offensive team has the 1st-4th downs to advance 10 yards, or the ball is given to the opponent.

Offense Break Off:
- The game will proceed to the next down when the player is tackled by the defender or when the pass is incomplete.

Formation:
- You can select a formation before each down. A formation is a pattern of the offensive play directions. Select according to your specific situation.

- When the formation you want flashes, press Button 2. Now, during a two-player game, the formations will continue flashing so your opponent doesn't know what you've chosen.

- During a one-player game, the pattern #9 is only for the field goal; therefore, this option can only be selected when the player is beyond the 45-yard line and takes the offensive.

> Formations 1 - 4: PASSING FORMATIONS
> Formations 5 - 8: RUSHING FORMATIONS
> Formation   9: PUNT/FIELD GOAL

For the DEFENSE:

Tackling:
- Move your player into position with your D-Button while pressing Button 1 or 2, and when you're next to him, continue pressing Button 1 or 2 to tackle your opponent.

Interception:
- To intercept, move your player into position with your D-Button while pressing Button 1 or 2 and when you're ready for the catch, press Button 2.*

  * This play follows the same execution as a tackle, but the computer will prompt an interception instead when you are in a good position for it.

Block:
- To block a punt or field goal, wait for the ball to be released and then press Button 2 for your players to converge.

Safety:
- If the offense brings the ball into his own end zone and the defense is able to gain control of the ball, then the defense earns two points.

Know The Score

Scoring is the same as real football. Point are awarded as follows:

TOUCHDOWN	6 points
CONVERSION	1 points
FIELD GOAL	3 points
SAFETY	2 points

Rules and Regulations

GREAT FOOTBALL™ is simple to understand because the game is based on actual football standards. In order to follow these rules, know who is in your control.

- When on OFFENSE: you control the player(s) with the ball.
- When on DEFENSE: you control the player(s) with bright arrows overhead.

During game play, watch the clock because timing is essential.

- There are four quarters to each game, and each quarter takes 15 minutes. (the Sega game clock runs three times faster than actual time).
- After the second quarter, there will be a Half-Time Show on screen.

One-Player Game:

The key to playing this game is concentrating on the offense because you won't need any defensive moves. But first pick your league and your opponent's.

- After you press your start button, you'll see the flickering flags of each conference: AFC and NFC.

AFC	NFC
Spartans	Bucks
Dukes	Wildcats
Sharks	Boomers
Bombers	Knights
Foxes	Beavers
Huskies	Gators

- This same list will be displayed during a two-player game. First, choose your league.

- Use your D-Button to select your league and press Button 2. Now, repeat the same procedure to select your team which you'll see screened as above.

- The flag of your choice will turn red. And after you've repeated this entire procedure for your opponent, their flag will be blue.

- Now, the football field will appear on screen: the game starts with the Central Processing Unit's kickoff.

- Central Processing Unit (CPU) is the computer which you play against in one-player competition.

- The CPU team is ahead by a few points. Your objective during this game is to beat the opponent's score.

- You're always on the offense in this game, so the CPU team will kick off after every touchdown.

Two-Player Game:

The key to playing this game is sizing up the competition, since you're playing with a partner. This requires both offense and defense skills and it's a race for winning touchdowns.

- You and your opponent will have the opportunity to select your own league and team per the same instructions as a one-player game.

- Player #1 will select his league and team with his D-Button and Button 1.

- Player #2 will select a team from the other league with his D-Button and Button 2.

- Player #1 will have red players and Player #2 will have blue players.

- After you've both selected, the screen will display the football field and the game will start with Player #2's kickoff. This happens on the 35-yard line.

- After a touchdown, the scoring team will kick off.

Game Over:

The game is over for both one-player and two-player games when time runs out.

Winning Decision:

You'll be the winner in a one-player game if you've scored higher than the CPU team.

The winner in a two-player game is the highest scorer by the end of the game.

Referee Call:

During the game, there are no fouls and penalties, but the play decisions will be called by the referee and flashed on the screen.

- Side Change / Time Out
- Touchdown
- Safety / Conversion
- Pass Incomplete
- Kickoff / Interception

The Final Word

The game is more exciting to play when you get used to the timing of certain plays and your players' abilities. Here's a few hints.

- Practice with your D-Button, so you can direct your plays effectively.

- For accurate passes, timing is essential. So pay attention to your own execution and you'll recognize a pattern as to when you're reaching your receiver.

- Formation patterns are your winning edge. It's important to understand when to choose one over the other, so study them well.

- Remember to play aggressively, since you can't be fouled or penalized.

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.

- Do not bend, crush or submerge in liquids.

- Do not leave in direct sunlight or near a radiator or other source of heat.

Scorebook

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90-Day Limited Warranty
Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card/Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

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Sega's service center is located at the following address:

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> 573 Forbes Blvd.
> South San Francisco, CA 94080

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